

**Dusk**

Check that all eyes are closed. Some Travellers & Fabled act.

**Boffin**

Wake the Boffin and the Demon.

Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.

**Magician**

If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:

Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.

Put the Minions to sleep. Wake the Demon.

Show the **THESE ARE YOUR MINIONS** token. Point to all Minions & the Magician.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Minion Info**

If there are 7 or more players, wake all Minions:

Show the **THIS IS THE DEMON** token. Point to the Demon.

**Demon Info**

If there are 7 or more players, wake the Demon:

Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Harpy**

The Harpy chooses a player ☉ & then another player. ☉ Put the Harpy to sleep. Wake the first target.

Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

**Pukka**

The Pukka chooses a player. ☉

**Damsel**

Wake each Minion. Show the Damsel token.

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ☉

**Noble**

Point to all three players marked **KNOW**.

**Balloonist**

Point to a player (alive or dead).

Place the SEEN token next to the shown player. ☉

**Shugenja**

Point your finger horizontally in the direction of the closest evil player.

If the two closest evil players are equidistant, point your finger horizontally in either direction.

**Village Idiot**

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down.

Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

**Dawn**

Wait a few seconds. Call for eyes open.



Dusk

Check that all eyes are closed. Some Travellers &amp; Fabled act.



Innkeeper

The Innkeeper chooses 2 players. ☹☹☹



Harpy

The Harpy chooses a player ☹ & then another player. ☹ Put the Harpy to sleep. Wake the first target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the second target.

Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

Imp

The Imp chooses a player. ☹ If the Imp chose themselves:  
Replace 1 alive Minion token with a spare Imp token.  
Put the old Imp to sleep. Wake the new Imp.  
Show the **YOU ARE** token, then show the Imp token.

Pukka

The Pukka chooses a player. ☹ The previously poisoned player dies then becomes healthy. ☹



Vigormortis

The Vigormortis chooses a player. ☹ If that player is a Minion, poison a neighboring Townsfolk. ☹☹



Damsel

TBD



Farmer

If the Farmer died tonight:  
Wake an alive good player.  
Show them the **YOU ARE** info token and a Farmer character token, then put them to sleep.  
Replace their previous character token with a Farmer character token.

Dreamer

The Dreamer points to a player. Show 1 good &amp; 1 evil character token, 1 of which is their character.



Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ☹



Balloonist

Point to a player (alive or dead) with a different role type from the player with the SEEN token. Place the SEEN token next to the shown player. ☹



Village Idiot

Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.



Dawn

Wait a few seconds. Call for eyes open &amp; immediately say who died.